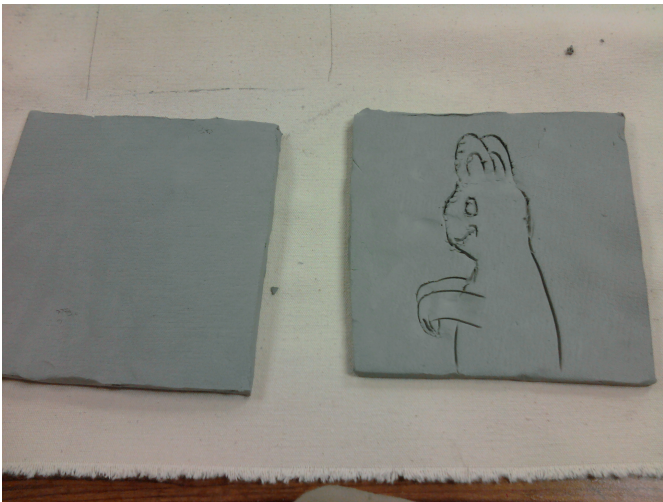
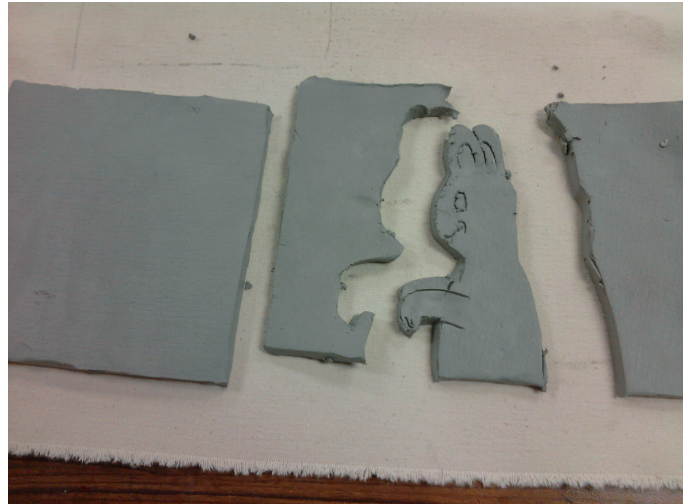


Lesson Plan Title: Animal Symbol Clay Tile		Grade Level: 4th
Learning Objective: Students will understand the difference between an additive and subtractive sculpture. Students will identify animal symbols in Mesoamerican relief carvings and analyze the stylization of the animal’s features. Students will design and create an additive clay tile of their animal symbol.		
Vocabulary: sculpture, additive sculpture, subtractive sculpture, relief, carve, symbol, stylize, clay slab, score, slip		
Concept/Theme: animal symbols		
Materials: pencil, paper, clay, clay modeling tools, slip, scoring tools, spray bottles for water, plastic bags, wooden boards, ceramic glazes in various colors.	Resources: Pictures of Mesoamerican relief carvings that include animals and animal symbols from books and/or the internet Books: <i>Design Motifs of Ancient Mexico</i> by Dover Publications (ISBN-13: 978-0-486-99596-0), <i>Native Designs from Ancient Mexico & Peru</i> by HvD Publishing (ISBN-13:978-90-810543-4-8), <i>Geometrías de la imaginación. Diseño e iconografía de Oaxaca</i> (ISBN: 978-607-455-395-6)	
Introduction (Day1): After completing the listening and observing activity for the unit, introduce students to the concepts of additive a subtractive sculptures by demonstrating a real example of each type of sculpture. Show students pictures of Mesoamerican relief carvings. Allow students to observe, analyze, and discuss how the animal is depicted. Introduce the word stylized by highlighting the artist’s choice of demonstrating distinctive features of animals rather than recreating the exact look of the animal. Introduce the concept and function of symbols. Why are symbols necessary? How are symbols created? Guide students to understand that visual simplification of key elements are an artistic skill necessary in the creation of symbols. Why create work in this (stone) medium?		
Project Procedure: Day 1: I can draw a stylized version of my animal to make a symbol. After students have viewed examples of stylized Mesoamerican animal symbols, have students draw their stylized version of their chosen animal from the observation and listening activity. Remind them to identify features unique to that animal and use them in simplifying their drawing to create a symbol. Day 2: I can sculpt my animal symbol in a clay tile. Show students how to use a fettling knife to cut out shapes like a cookie cutter from a slab of clay. Demonstrate the score and slip technique to adhere the cut out clay shapes to a 6”x6” green ware tile. Distribute precut clay tiles to each student. Have students recreate their stylized animal symbol in an additive clay relief tile. Have students smooth out any rough clay edges. Day 3: I can make a textured background on my tile. Students can create an interesting background by adding more cut out shapes or printing textures and patterns with stamps and found objects. Day 4: I can glaze my clay tile. After bisque-firing the clay tiles, let students paint their clay tiles with ceramic glazes.		

Step 1: Draw animal shape



Step 2: Cut out animal shape



Step 3: Adhere shapes to tile



Step 4: Smooth rough edges



Step 5: Create a textured background



Step 6: Glaze the tile

